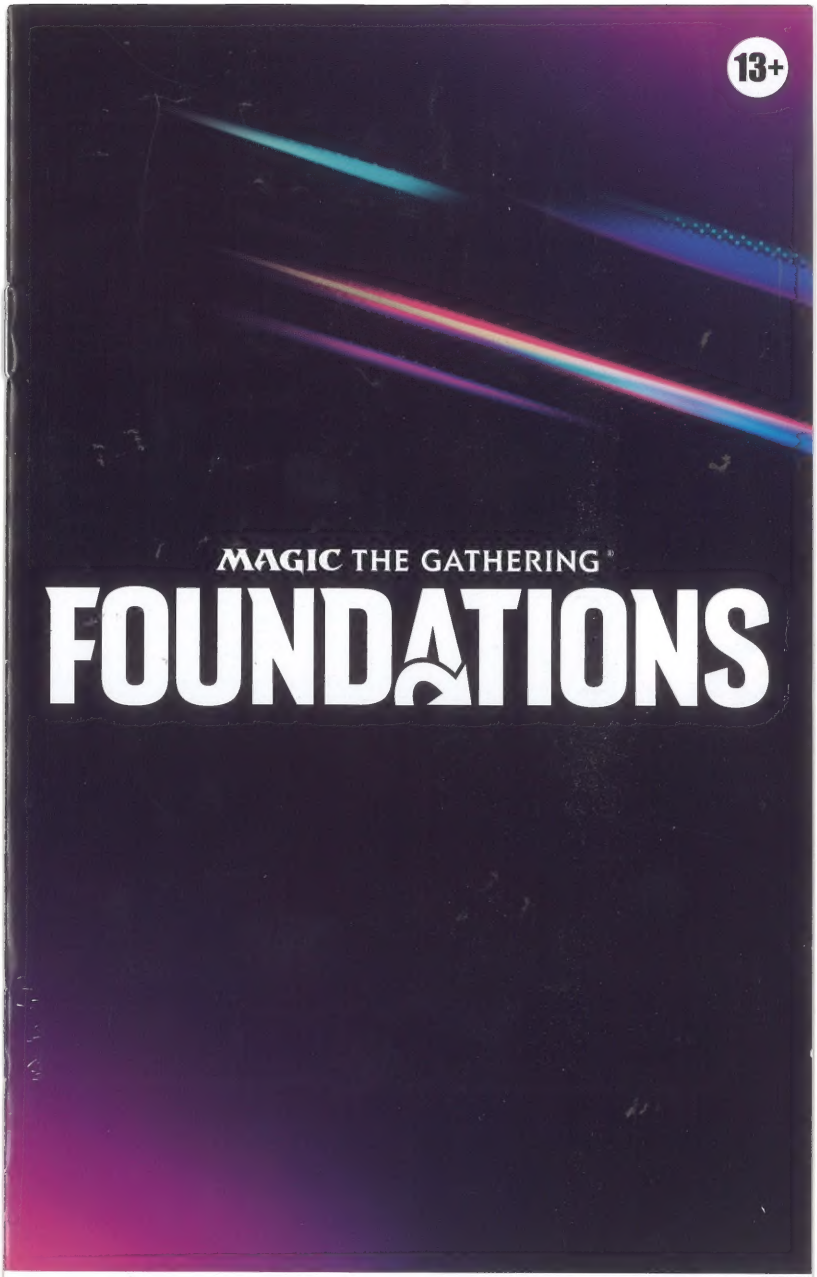


DECK BUILDER'S GUIDE

WELCOME!

This Starter Collection is designed to give you everything you need to get started building your own *Magic*™ decks. Here's what's inside:

- 26 Traditional Foil cards
- 90 basic land cards
- 250+ other cards
- Click wheel life counter
- Reusable storage box with dividers
- 13 tokens

Justyna Dura

BUILDING A DECK: THE BASICS

Getting ready to build your first Constructed deck? Here's what you need to know:

- In most Constructed formats, your deck must have at least 60 cards.
- Choose one or two colors to build with at first.
- You can play up to four of any card (except basic lands—you can play as many of those as you want).
- A typical deck will have 24–26 lands, 17–22 creatures, and 13–18 other spells.
- Sorting your cards by color and type will make it easier to build decks.

WHICH COLORS TO CHOOSE?

One of the first choices you make when you build a deck is which of the five *Magic* colors to play. Each color has its own identity, strengths, and weaknesses. There is no limit to the number of colors you can play, but it is usually best to focus on one or two when you start out building decks. Whenever you add a color to a deck, you gain access to more great cards with a wider variety of abilities, but it will also become more challenging to find the right balance of land cards. A good balance of lands gives you the best chance of consistently being able to cast all your spells, so proportion the mana your lands produce for the colors your spells will need.

WHITE

White mages value teamwork. Deploy massive armies to overwhelm your foes.

ESSENTIAL TACTICS:

- Gain life with spells and lifelink creatures.
- "Go wide" on the battlefield by playing several small creatures at once.
- Use spells and abilities to protect yourself from opponents' creatures.

BLUE

Blue mages value knowledge. Outthink your opponents and neutralize their strengths.

ESSENTIAL TACTICS:

- Counter opponents' spells.
- Draw extra cards.
- Evade opponents' defenses with flying creatures.

BLACK

Black mages value power at any cost. Use death, decay, and ruthlessness to get what you want.

ESSENTIAL TACTICS:

- Destroy creatures with spells.
- Drain life from opponents.
- Bring dead creatures back from the graveyard.

RED

Red mages value freedom. Fire magic and raw aggression fuel your battle strategy.

ESSENTIAL TACTICS:

- Attack quickly with haste creatures.
- Discourage opponents' creatures from blocking.
- Deal damage with "burn" spells.

GREEN

Green mages value nature. Summon primal forces to do your bidding.

ESSENTIAL TACTICS:

- "Ramp" up your mana resources, giving you more to spend sooner.
- Make creatures stronger with spells and abilities.
- Overwhelm opponents' defenses with trample creatures.

BUILDING AROUND SYNERGY

In addition to using favorite colors or cards as a starting point, many players enjoy building decks around combinations of cards that work particularly well together. Here are a couple of examples from this collection that can help you on your way:

Crackling Cyclops
Creature — Cyclops Wizard
Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.
What he lacks in depth perception, he makes up for in charged potential.
0/4

Think Twice
Instant
Draw a card.
Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)
"Either I know just the spell I need, or I'm about to."

CRACKLING CYCLOPS + THINK TWICE

Everyone loves second chances, and with Think Twice you get two chances to draw the card you need. Cast it once from your hand and then again from your graveyard with flashback!

Each time you cast a noncreature spell, Crackling Cyclops gets +3/+0 until end of turn—meaning Think Twice alone can give it a whopping +6/+0 until end of turn! You might even draw more to fuel your Cyclops!

Llanowar Elves
Creature — Elf Druid
T: Add G.
The elves of the Llanowar forest have defended it for generations. It is their sacred duty to keep outside influences from corrupting their ancestral home.
1/1

Dwynen's Elite
Creature — Elf Warrior
When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.
Call one, call them all.
2/2

LLANOWAR ELVES + DWYNEN'S ELITE

What's better than one Elf? Two, of course! What's better than two? A WHOLE ARMY OF THEM! Elves love it when other Elves are around. If you cast Dwynen's Elite when you control Llanowar Elves (or any other Elf), you'll get a bonus Elf to grow your army!

Demonic Pact
Enchantment
At the beginning of your upkeep, choose one that hasn't been chosen —
• This enchantment deals 4 damage to any target and you gain 4 life.
• Target opponent discards two cards.
• Draw two cards.
• You lose the game.

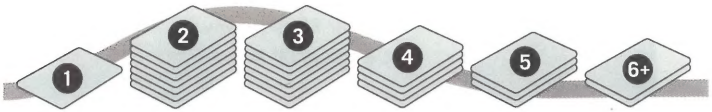
HARMLESS OFFERING + DEMONIC PACT

Harness demonic power to destroy your opponent's creatures, pad your life, and grind your opponent to dust. The funny thing about Demonic Pacts is they always incur a price—but they aren't too picky about who pays the toll. Use Harmless Offering to make your opponent foot the bill for unimaginable power!

THE MANA CURVE

In addition to choosing the cards that you would like to build with, another important factor to consider is your mana curve—the number of spells (including creatures) at each mana cost to include in your deck.

A typical 60-card Constructed deck will have a mana curve that looks something like this:



The goal of a mana curve like this one is to ensure that you have good plays to make throughout the game. High-cost spells tend to be more impactful than low-cost spells, but if you have too many high-cost spells in your deck, you may find yourself unable to keep up with your opponents in the early game.

PLAY AND REFINE YOUR DECK

The best way to get a sense of whether or not your deck is doing what you want it to do is to play a few games and see for yourself!

You'll soon get a feel for which cards are performing well, which cards aren't, and which cards from your collection might do a better job. No deck is ever really finished, so don't be afraid to incorporate new cards and try new ideas!

For example, you may want to play an aggressive deck that includes a greater proportion of low-cost creatures. The more creatures you can cast and attack with in the early game, the more likely it is that you can defeat your opponents before they can mount a defense.

On the other hand, you may want to choose cards for your deck that will help you to play more defensively. Look for creatures with high toughness, spells that counter your opponents' spells, and spells that destroy your opponents' creatures. These will help you to stay alive until you can cast powerful, high-cost spells to finish off opponents quickly.

Decks like this aren't the only way to play *Magic*, either! Once you get more practice, check out our other formats like Draft and Commander here: **Magic.Wizards.com/Formats.** Keep in mind, not all cards are played in every format though! For example, the Sol Ring included in this collection is a must-have for Commander, but it isn't allowed in many 60-card formats.

QUICK REFERENCE

Here is a list of tips to refer to as you are building your decks:

- Remember the basics: your deck should have at least 60 cards, with up to four of each card except basic lands. Be sure to include approximately 24–26 lands, 17–22 creatures, and 13–18 other spells.
- Choose one or two colors to build with at first.
- Sort your cards into piles by color or type to make deckbuilding easier.
- Try to find combinations of cards that have synergy to build decks around.
- Remember that you can always make changes to your decks to improve them.

For more ideas about deckbuilding—or more information about *Magic* in general—please visit us at **MagicTheGathering.com.**

Have fun!

Rudy Siswanto

MAGIC
THE GATHERING

TM & ©2024 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by: Hasbro, De Entree 240, 1101 EE Amsterdam, NL. Hasbro UK Ltd., PO Box 43 Newport, NP19 4YH, UK. Wizards of the Coast, Magic: The Gathering, their logos, Magic, characters' distinctive likenesses, the Planeswalker symbol, and the ✱💧💀🌲✧ symbols are property of Wizards in the USA and other countries. U.S. Pat. No. RE 37,957.

Justyna Dura, Jeff Carpenter

22 PAP

UK CA CE

MADE IN USA.
300D3631000001 EN